ABSTRACT

The current invention is an apparatus for and a method of producing a virtual reality effect of changing acceleration direction and magnitude by rotating a subject relative to a center axis to produce a centrifugal force, rotating the subject relative to a second axis perpendicular to centrifugal force and rotating the subject relative to a third axis perpendicular to the axis perpendicular to centrifugal force, and changing the magnitude of the centrifugal force. As a consequence the subject will perceive the acceleration upon his center of mass as changing in magnitude and angle. It is further enhanced by projecting a simulated image on a screen which is rotating in the same frame of reference as the subject.